

KET6-04

Stones

A One-Round D&D® LIVING GREYHAWK™

Regional Adventure set in Ket

by Penn Davies

Circle Edit: Tim Sech

Wintertime in Ket can be harsh, as icy blizzards blow snow into impassable drifts, travel becomes difficult and travellers wish they were safely at home. There are those however, who see the impassable roads and chilling temperatures as the perfect cover for evildoing. A one-round Ket adventure for PC levels 1 to 14 (APLs 2-12), particularly suitable for Archons, Halfling Family Members and Xanavade of Ket.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at ket_poc@yahoogroups.ca for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK PC. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer PCs (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

Living Greyhawk Levels of Play

Because players bring their own PCs to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average PC level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the PC level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a PC with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each PC's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of PCs playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier

adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player PC is three PC levels or more either higher or lower than the APL at which this adventure is being played, that PC receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level PCs to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level PCs may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise PCs to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one round Regional adventure, set in Ket. PCs native to Ket pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. PCs that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A PC that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the PC will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the PC has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of

Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Tiasel of the Black Hand

The Wild Elves of the Bramblewoods of Ket are an insular bunch. Many small tribes are gathered across the woods, each with their own customs and beliefs. They range from Chaotic Good through Chaotic Neutral (the majority) to Chaotic Evil. Most are territorial enough to bar foreigners from their lands, and some shoot outsiders on sight. None will permit one of their own to undermine the clans, however, and Tiasel of the Black Hand clan did just that. In delving deeply into lore of the Elemental Plane of Earth, with no regards for morality, she kidnapped a clan mate and in trying to transform him into a creature of elemental earth, performed experiments on him that ultimately killed him. For this she was condemned to death, but before she could be executed, she escaped with some of her tomes of lore, and fled far from the Bramblewoods, into the foothills in the far northwest corner of Ket. With her travelled the subjects of her research, the survivors of a local wolf pack (dire wolves at APLs 6+), which she had transformed into earth-elemental-like creatures. There, her research unearthed evidence of a portal to the Plane of Earth.

Finding the portal and setting up shop in a pocket of a much larger, now mostly collapsed complex, she set up her defenses and then started looking for more subjects for experimentation. The local halfling village seemed perfect, and with the weather turning to winter, she decided to take a subject by force during the first storm of the season. She figured that deep snow would make it almost impossible to track her, and anyway, what could a village of halflings possibly do about it?

Ket Law

Ket is a nation where laws are enforced regardless of circumstance. A selection of Ket laws, and the penalties for breaking them, are found in Appendix 3.

Halflings in Ket

Halflings in Ket are viewed basically as smaller humans. Somewhat more prone to traveling than 'big folk', the halflings have nonetheless integrated seamlessly into Kettite society, and manage to keep their distinct culture alive as well. All four of the big cities of Ket have a halfling district, although Falwur has the largest and Molvar the smallest. Halfling cooking is favored across Ket, and a common saying in Ancient Baklunish translates as "The shorter the cook, the better the meal".

In addition to the settled districts in the major cities, there are several settlements almost entirely of halflings scattered across Ket, although these are small. In addition, there are a number of halfling merchant caravans that travel the countryside each summer, returning home for the harsher winter months.

Halflings are not very numerous in Kettite society, numbering some 1% of the population. A number of halflings join the Dasne, the forward scouts of the army. Many halfling adventurers join the Re'Lahd I'Shad, the quasi-military scouting force recruited to help defend Ket. The dextrous and stealthy nature of halflings is put to good use here, tracking down and dealing with threats to Ket from beyond the borders, as well as within the notorious Bramblewood. Some halflings find employment in the Xanavade, the thieves' guilds of the major cities, but they almost never steal from their own kind.

All the halflings encountered in this module are Tallfellows.

ADVENTURE SUMMARY

Synopsis: After assisting some halflings with an overturned wagon, the heroes are invited to stay overnight at a small halfling village during the first snowfall of the year. One of the villagers is kidnapped that night. The PCs track the kidnapper to an old mine, travel through a portal to another plane, and recover the victim.

Introduction: The PCs are traveling along one of the roads of Ket in the late autumn (the month of Ready'reat).

Encounter One - Breakdown: Hurrying to get to their destination before nightfall and a coming snowstorm, the PCs come across a halfling merchant wagon, overturned on the side of the road. Presuming they render assistance, they are invited back to Furgalan's Hollow, a nearby halfling village.

Encounter Two – The Village People: An open-ended description of the village, centered on the inn (which has several rooms for big folk). The PCs are welcomed.

Encounter Three – Missing: Word comes in that something must have happened at the Dalopee farmhouse, when one of the farm dogs comes into town, dragging a scrap of bloody cloth. The PC are asked to investigate (as the local Sheriff has a broken leg), and travel to the farm. There they find evidence of a break-in and kidnapping. Tracks can be followed if the PCs are

prepared or crafty, or help can be fetched from the village.

Encounter Four: The tracks lead to an old mine, with cryptic writings on the walls. Translating the writings enables the opening of a planar portal to the Elemental Plane of Earth.

Encounter Five - Entrance: The portal deposits the PCs in a cavern in the Elemental Plane of Earth. Gravity is stronger, and various spells work differently. There is an exit portal as well, but no obvious way to open it. There is one obvious passage out.

Encounter Six - The Bridge: This room is the first line of defense in the cave complex, with a wolf pack of earth-element wolves or dire wolves ready to stop the PCs from crossing a bridge over a chasm.

Encounter Seven – Lair: Here the wolves have a lair of sorts.

Encounter Eight – Acid Room: This room has pools of acid scattered across it, and is trapped to splash more on those who aren't careful. There are two locked cells on the far side, which hold some or all of the captured halflings.

Encounter Nine—Storeroom: Here are kept the supplies that the current residents of the complex need. There is also a hidden passageway to one of the two cells behind a shelving unit.

Encounter Ten – Ready to Rumble: This is the combined lab and living quarters of Tiasel, an Elven Wizard of questionable sanity. If she's been given time, she has a halfling hostage which she has started experimenting on, and in any case she defends herself here.

Conclusion: Tiasel's notes contain the secret to opening the portal back, as well as much elemental knowledge. Returning the hostages to their village garners the gratitude of the halflings, and the Archons are also very interested in acquiring some of the materials gathered by Tiasel.

PREPARATION FOR PLAY

Before starting this adventure, determine which Ket or VTF MetaOrgs the PCs are members of, with particular attention to the Halfling Family Member and the Archons metaorgs, as well as the Xanavade. Also determine which races are represented, since halflings are featured prominently, and may have advantages in this adventure.

INTRODUCTION

It is afternoon, late in the month of Ready'reat, and the chill autumn winds whistling down from the nearby foothills of the Yatils whisper of a coming blizzard as they sweep away the last dead leaves from the trees. Under the lowering clouds in northwest Ket, the road between Lopolla and Molvar is quiet, which is not unusual—travelling through Ket is usually a tranquil experience. As long as your Travel Papers are in order, you have very little to fear from the Thresher patrols, which are about the only unpleasantness likely to occur on Ket roads. The threat of bandits and other lawbreakers that sometimes plagues less lawful countries is unknown here.

Allow the PCs to introduce themselves around if necessary here. Spellcasters would have spells suitable for traveling, and day-long buffs may be precast. Shopping is not possible at the start of this adventure, and given the time of year, there are no berries to be found. Scouting ahead is of course possible, and allow PC to take any other reasonable preparations.

ENCOUNTER ONE: BREAKDOWN

Modify all boxed text for unforeseen circumstances, including but not limited to PC scouting or stealth.

Off to the side of the road up ahead a large wagon lies on its side. Two sturdy donkeys are tethered nearby, and several small people are visible in a cluster between the wheels. They look up as you come into sight, and wait for your approach, hands warily on their weapons.

The halflings (for such they are) are a family merchant business. They are wary of anyone who seems combat ready, but relax if they see obvious Mullahs or other halflings among the PCs.

As you approach, you can see three adult halflings and four children of various ages. The gaudy sign on the side of the overturned wagon proclaims "Genrill's Travelling Merchant House". All of the wheels seem to be in good order, so likely the wagon overturned as a result of a bad pothole.

The oldest woman of the group steps forward. "Excuse me, good travellers, could you lend us a hand? I'm Genrill Silverquick, and this is my family. My son Caldric"—she motions to the male adult, then the female—"his wife Melan, and their children. Our

wagon has run into some problems, and we're unable to right it. With the weather looking to get worse, if you could assist us, we'd happily trade you a place to spend the night." She looks around your faces, obviously in hope. The rest of the family also watches attentively, the children clustered behind their parents.

Genrill is the matriarch of the family, and misjudged the weather. In hurrying to get back to the village of Furgalan's Hollow before nightfall, she didn't sufficiently check the wagon, and a loose wheel was thrown, causing the entire wagon to topple.

Genrill does most of the talking for the family, and is gregarious and inquisitive. She's the primary merchant, and the founder of the business.

Caldric, her son, is tall for a halfling, over three and a half feet, and quite muscled. He's the smith and tinker, who makes many of the wares sold. He doesn't speak much, preferring to stay in the background.

Melan is a plump mother, primarily concerned currently with her four children, who range in age from under a year to fifteen. They are all girls. Melan also makes many of the wares sold, and has a range of skills from sewing and leatherworking to cooking and calligraphy.

The wagon has already been repaired, and Genrill doesn't easily admit that her error in checking it caused the wheel to come loose.

It is a DC 15 Craft (woodworking) or other suitable skill to notice the hasty repair.

Righting the wagon is not too difficult, since the donkeys that normally pull the wagon just need a little more help. Magical assistance is also quite possible, and any assistance repairing the broken side window (it landed on a rock) or the scratched paint is gratefully accepted. Allow the players any creative solutions they wish to come up with.

Mechanically, it's a DC 24 Strength check, with any number of PCs or animals assisting by pulling on the ropes. Note that this difficulty assumes that the halflings and donkeys are already pulling.

The wares on sale include most items on chart 7-8 in the *Player's Handbook* under the Adventuring Gear, Tools and Skill Kits, and Clothing headings. In particular, Genrill extols the virtues of several cold weather outfits she has in stock.

Genrill Silverquick: Female Halfling Exp4/Ari2.

Caldric Silverquick: Male Halfling Exp4/War1.

Melan Silverquick: Female Halfling Exp5.

Perena: Female Halfling Com1. (age 15)

Lalee: Female Halfling Com1. (age 8)

Thea: Female Halfling Com1. (age 5)

Brena: Female Halfling Com1. (age 1)

Genrill is willing to offer up to 2 gp x APL to each PC who assists, but makes it clear that she believes that her offer of hospitality is a more than fair trade for assistance. She'll grumble about anyone who demands money, but will pay if it becomes necessary.

If the wagon can't be righted, or if the adventurers refuse to help, the adventure ends once the PCs leave the wagon. If it simply can't be righted, a mounted patrol does pass by an hour later, and helps. As long as at least one PC made an effort to help, the adventure can continue to the next encounter.

Anyone who chooses to attack these halflings should first be warned that it's against the law in Ket and that punishment is likely to be life in the copper mines. They should also be warned that it will be an evil act, marked on their Adventure Record, with the possibility that the PC may be permanently removed from the campaign as per campaign rules. If any players continue with the attack, mark the Lawbreaker on the AR of anyone who participates with the appropriate crime, and a punishment of life in the mines. The adventure is over for them. Take the names, contact information, and RPGA numbers of those who participated and inform the Triad PoC of the circumstances as soon as possible so that a decision can be made regarding the PCs in question.

ENCOUNTER TWO: THE VILLAGE PEOPLE

Once you have the cart back on four wheels, your journey continues. Genrill assures you that it isn't far to her destination as she steers the large wagon off the main road and onto a side road winding into the hills. The clouds have been looming ever closer and darker, spreading from the horizon, and it is apparent from the biting wind that a snowstorm will be arriving tonight. Cresting a rise, you can see a homey village spread out before you, about two dozen houses centered on a small common, although one building is much bigger than the others. As you approach and gain perspective, it becomes apparent that the entire village is sized for small folk, with only the central inn boasting ceilings high enough for those over four feet tall.

Genrill gestures around. "See, here's our winter home. Furgalan's Hollow, where the rest of my family live year round. I can offer hospitality at the inn on my shout. You'll find that the Spinning Coin has fine ale, and beds big enough for tall folk."

The wagon trundles down into the small village, and bumps to a stop outside the inn, where a round golden sign spins in the raw wind. Melan hops off the wagon, and heads inside to arrange your lodging.

The family thanks any PCs who helped, again, and promises that they will remember the favor.

Heading into the inn, it is clear that this establishment is prepared for tall folk, but doesn't see very many outsiders. Everyone else in the room is a halfling, and most of the tables and benches are obviously their size. Although the ceiling is eight feet high, the lamps hang low over the tables, lending a cosy feel to the room. The buzz of conversation stops briefly as you enter, and then starts up again as a portly woman in an apron bustles over to you. "Welcome, travellers! I'm Galana, the innkeeper. On such a night as this, the Spinning Coin is happy to open our doors and rooms to you. The stables are around the back if you need, and dinner is almost ready. Is there anything in particular I can get any of you?"

This encounter is basically the evening at the inn, and can be played fast or slow as is appropriate to the time available. The food is excellent, as is expected in a halfling establishment, and several ales are on tap. Local Baklunish dishes are available, including fermented mare's milk and bosq (yarpick liquor). Anyone producing Jaz's **Curry Spice AR reward** from **KET3-03 Into Thin Air** will have their meal produced specially with it, if they wish.

Personages in the inn:

Galana: Female Halfling Exp7.

Galana is a portly woman, and has owned the Spinning Coin with her husband Delbren for over thirty years. She's prone to fits of giggles if provoked, and is hoping that one of the PCs might have skills as a performer to keep the locals entertained. Prices are standard, anyone who paid at least Standard upkeep will have reasonable purchases covered. People paying higher than standard upkeep will get progressively better service.

Delbren: Male Halfling Exp6.

Delbren is the cook and brewer for the inn, and works mostly behind the scenes. He will come out later and

play the fiddle for entertainment, if no PCs have volunteered. He is somewhat shy, and speaks quietly.

Reendric: Male Halfling Rog4/Exp2.

Reendric is another traveling merchant who winters in Furgalan's Hollow. He has a prodigious beard and is constantly smoking a pipe. He usually provides adventuring gear in his shop, and invites anyone who shows interest to see his wares the next day. He is also a retired member of the Xanavade, and will open his stash of special items to current members after the adventure is over.

Bindleswift: Male Halfling Com1.

Bindleswift is a farmer, with a home a short way outside town. He grows a mixture of grains, vegetables and orchard fruits. His bright red hat stands out from the half dozen or so other he commonly sits with, and he's the unofficial spokesman for the farmers of the community.

Cramden: Male Halfling War5.

Cramden is the local sheriff, as well as owner of the local watermill. Currently he has a broken leg, caused by falling from a ladder, and the splint leaves him relatively immobile. Healing that restores at least 30 hit points at once is sufficient to cure this, as will a Regenerate or the like. If healed he'll be very grateful. In the mean time, he sits by the fireplace with his splinted leg up, nursing an ale.

Melorian: Female Halfling Exp9 (Survival +15).

Melorian is the most skilled hunter and tracker in the village, and indeed she provides most of the wild game that the inn serves up. She isn't in when the PCs arrive in the inn, but arrives with a brace of rabbits some time during the evening, stamping snow off her boots as she enters. She's tall for a halfling, sports dark hair in a bowl cut, and is dressed all in furs. She's reticent, very tired after a long day slogging through the snow, and doesn't stay in the common room long. She's only willing to speak with other halflings for long, and is mostly concerned with topics surrounding hunting.

Nothing unexpected should happen in the evening. Medium PCs are given the two "big folk" rooms (if they want them), each with two beds, and extra bedrolls for any who can't fit into a bed. Small visitors have their pick of rooms. Centaurs and any Large PCs are made comfortable in the stables.

Gathering Information:

Picking up rumors around the inn is simple over the course of the evening. Ask each PC who spends time in the common room to make a check. Note that with a

check under 30, Bindleswift simply doesn't recall that piece of information.

- DC 5: Things have been quiet around the village, the usual preparations for winter and such. Genrill's wagon was the last of the travelling merchants to make it back, she cut it close before the first winter storm.
- DC 10: The Church of Hextor has been reinstated as an official religion in Ket, with all their lands returned. They must have done something to get the Beygraf to change his mind about them, over the objections of the True Faith. It's all big city politics.
- DC 30: Bindleswift recalls a tall folk he thought he saw in his orchard two weeks ago. He found tracks leading away into the hills, directly towards Old Man's Peak, one of the mountains of the nearby Yatil mountain range. After following for a short while he turned back, and hasn't thought much of it since. His dog didn't much like the smell of whoever it was though. Nobody else has seen any sign of anyone like that.

Development: The DC 30 rumor is required to track Tiasel without the Track feat, therefore it is important to make note of whether anyone received that piece of information.

Late in the evening, as the snow begins to fall, the patrons begin to leave as Galana turns down the lamps and closes up. The rooms are comfortable and warm. Make sure to note whether a watch is being kept, although nothing is likely to happen. This is to keep the players on their toes.

ENCOUNTER THREE: MISSING

At dawn, those of you who are asleep are awakened by a commotion downstairs. Barking outside gives way to the bustle of the main door being opened and people rushing to see what the matter is. Looking out, you see that the entire village has been covered by almost two feet of snow, and large flakes continue to fall slowly. Several halflings are gathered outside the inn around a large limping dog that appears to be dragging a rope from its collar. From its tracks in the fresh snow, it apparently came from the north end of Furgalan's Hollow.

A farm dog, equivalent to a mastiff today, has come into the village from the North. Galana confirms that it belongs to Bindleswift, and looks to have sustained a

heavy impact to its right back leg. 3 points of healing are enough to cure it completely.

The village people will have calmed the dog down by the time the adventurers arrive. If unusual circumstances dictate that the adventurers arrive first, then they will need to calm the dog using usual Handle Animal rules.

All APLs

Gnasher, riding dog: hp 13 (currently 10); see *Monster Manual* page 272.

Cramden is fetched, and due to his injury asks the PCs to go out to the farm and make certain that nothing serious is wrong. Alternately, if he has been cured of his injury, he'll ask the PCs to accompany him.

"I don't know what's happened out at Bindleswift's farm, but I'd like to make sure that he and his wife and children are doing okay. It could be that something sinister is afoot, or it could be a simple accident, but regardless I'd like to ask you to head out there."

Presuming that the PCs agree:

Forging through the new-fallen snowdrifts is cold work, but the farm isn't far away, just over a hill outside the valley that gives Furgalan's Hollow its name. From a distance everything on the farm looks calm and peaceful under a fresh blanket of snow, until you notice that there is no curl of smoke coming up from the chimney.

Investigating the farmhouse reveals that Bindleswift is just inside the door, unconscious with a wound in his belly caused by some sort of piercing weapon. His wife is in the main room of the farmhouse, bound and gagged. Remember that ceilings inside are about four feet high and the doorways are shorter still.

Bindleswift: Male Halfling Com1.

Frusilla: Female Halfling Com1.

Bindleswift is currently at -8 hit points, down from a maximum of 7. He's been lying still since shortly after midnight, bleeding one point per hour after being taken to -1 in combat and then self-stabilizing. Frusilla is unhurt, and submitted to binding rather than see her husband killed. Their two children are gone.

Either of the two parents (or both together) can tell the story. As told by Frusilla:

'Twas just after midnight, when we heard a knock at the door. Thinking it must be something important to take someone out in the snow, as it was already coming down heavy, we opened the door, and there

was a big folk! It wasn't any of you, I'd recognize her anywhere. It was one of those nasty elves I think, and she stabbed Bindle here with a stick, a rapier it was. He went down bleeding, and before I could do more than scream she had it pointed at me, and ordered me to keep still while she tied me to this chair. Once that was done, she crept upstairs and fetched our two children, Beddar and Bekka, and whisked them off into the night, one under each arm. They are only babies, barely seven years old!" Here she breaks down crying. Once she regains composure she continues. "Gnasher, the dog, was barking fit to burst after he heard my scream, and he must have broken free from his rope round the back where his kennel is, and rushed round the front. I heard a loud thud, and then he rushed off whimpering. I do hope he's not too badly hurt."

If asked for a description of the attacker:

"She was a wild-looking Elven woman, I'm sure of it. She had a rapier, and a longbow over her back. She looked cruel, and didn't seem to care at all common decency, bundling our children out of here without so much as a look back."

At APL 12:

"Her hair was dark, like a normal elf, you know? But her skin was darker than other elves I've seen, grey, almost like stone. She didn't quite look normal, if you know what I mean."

Frusilla (and Bindleswift if he is healed to consciousness) are frantic with worry about their children.

Tracking or searching inside the house will not reveal anything substantial that Frusilla didn't see. Tracking outside is difficult due to the thick snow cover that has fallen since the attack, but is possible [DC 25, firm ground and fresh snow]. If the party can't manage to meet that DC, they have two options. Firstly, they can travel back to the village to get a tracker. Gnasher isn't trained to track, but the party may have other animals that can track by scent. Heading back to the village will delay the rescue by an hour (without fast transport means), and will mean the 'Delayed' option will likely apply in Encounter 10, the final showdown. Melorian will come with the party to assist if this option is taken, although she won't enter the mine in Encounter Four, but will wait outside. Her track bonus is +15 (12 ranks, +3 for wisdom) and she will take 10 on the check.

Alternately, if the party successfully learned about Bindleswift's encounter two weeks ago by succeeding on the DC 30 Gather Information check last night they can strike off towards Old Man's Peak, and will be able to

pick up the trail along the way, without further difficulty. (Note: This Gather Information check has to have been made the night before, it cannot be attempted again now. Bindleswift won't remember it this morning if he didn't during **Encounter Two**.)

For those who have ways of finding out what happened here exactly, Tiasel (and Stony at APLs 4+) approached the farmhouse. At APLs where he appears, Stony traveled underground, thus he can't be tracked by normal means at all. Tiasel knocked on the door, and when it was opened struck Bindleswift down with her rapier, tied Frusilla to a chair, grabbed the two children (male and female twins, Beddar and Bekka) and left again. She walked back to her lair, trusting that the snow would cover her tracks.

Finding the twins or their attacker through magic will only work if such means work across planar boundaries.

Development: Following the tracks will lead to Encounter Four. The distance is 4 miles, and the deep snow prevents hustling for more than a few rounds, but does not otherwise affect movement. Parties traveling at a speed of 20 ft. will take 2 hours to travel; traveling at 30 ft. will take 1 hour and 20 minutes. Faster and slower methods of traveling are of course possible, but instantaneous travel will probably lose the trail, or overshoot encounter four, at the DM's discretion.

ENCOUNTER FOUR: THE CAVE

This encounter is reached by following the tracks from the farmhouse in Encounter Three, or heading towards the Old Man's Peak.

If following the direct line to the peak from the farmhouse:

Setting out towards the distinctive mountain peak, you push through the thick, deep snow. There are no signs of tracks for a long while. However, while passing by a steep cliff face, you note what looks like fresh excavation. Stones are spilled from a cave opening in the cliff wall. It looks like an old mine opening, roughly squared off, with fresh stones and dirt spilling from the mouth.

If following tracks:

Setting out after the faint tracks, the snow is thick and deep. You follow the faint trail, which heads directly towards a mountain peak that looks a little like an old, bent man. After some time the track heads directly towards a cliff face and a cave opening with

what appears to be fresh excavation. It looks like an old mine opening, roughly squared off, with fresh stones and dirt spilling from the mouth.

This is the entrance to the cave where Tiasel found her portal to the Elemental Plane of Earth. She deciphered the cryptic clues on the wall to open the portal, and the PCs must now do the same.

Everything looks quiet from the outside. Allow any precautions the PCs wish to take, and then proceed when they enter (or view) inside the roughly ten-foot square opening.

The cave mouth opens into a chamber, roughly twenty feet across and twice that long. It is carved from the living rock, obviously with tools of some sort. It is empty. The only thing of note in the cave (other than the dusting of snow from the entrance) is the carving on the far wall, on a large slab of rock. Rendered in common is the following:

By your name, O Lord

Let the path to your realm be opened!

Enter here only you who revere him

Ready the mule of iron on your lips

Else you shall not pass

Dare you to enter here the Lord's own home?

Divine the riddle and the pathway is yours

Give out **Player's Handout One** now, with the riddle on it.

The answer to this riddle is the name of the god Bleredd, the Iron Mule, Neutral Lesser God of Metal, Mines and Smiths. The first letter of each line spells out the name of the god, and anyone who can make a DC 20 Knowledge (Religion) check can also come up with the answer, although you should give the players a chance to solve the riddle first. Followers of Bleredd should know automatically.

If nobody can come up with an answer, Frusilla will be able to figure out the riddle with a little work, but that means travelling back to the farmhouse again, wasting 4 hours of time (at normal walking pace).

Detecting magic in this cave will show an aura of strong Conjunction at the back of the cave, in a vertical area about ten feet wide and high, in mid air. This is the portal, currently inactive. A DC 25 Use Magic Device attempt can activate it, as can the command word.

If the name 'Bleredd' is spoken loudly in the cave (saying the word as part of a sentence is not sufficient) the following happens as the portal opens:

There is a great crunching sound as of boulders rolling slowly, and a shimmering appears in the air at the back of the cavern. Rippling into view is a faintly glowing sheet of energy of a brownish colour, hanging in space. It gives off a faint rumbling sound as of slowly shifting stone.

This is a portal to the Elemental Plane of Earth. It can be identified as a portal with a DC 15, DC 25 [to be certain of the destination] Knowledge (the planes) check.

The portal will not harm anything that passes through it, although like most portals you cannot pass partway through. Once more than half your body mass passes the shimmering barrier, you instantly are transported to another plane. Unattended objects cannot pass through at all, treating the portal as if it wasn't there, likely clattering off the stone behind it. Treat unheld objects that are attached to ropes as unattended for this purpose.

Anyone who passes most of their body mass through the portal (from either direction) winks out in a shimmer of the same brown energy, and a crunch as of shifting rocks.

After one minute the portal closes again, although it can be reopened from this side.

Anyone who passes through will not be able to immediately return, or communicate (unless said communication works across planar boundaries), so simply ask them to remain silent as long as any PCs have not passed through.

Development: Anyone who chooses not to pass through the portal has likely forfeited participation in the rest of the adventure, unless they have some other method of continuing. Once everyone has passed through (or declined), continue to Encounter Five, the other side of the portal.

ENCOUNTER FIVE: ELEMENTAL EARTH

Stepping through the portal produces a sudden feeling of crushing weight, of ultimate solidity. There is also a sensation of movement, as of swimming through rock perhaps, something like what an Earth Elemental must feel. The feeling lasts only for a few seconds however, before the crushing weight recedes, although it doesn't completely vanish.

There is no light in the arrival area, other than what the PCs bring with them. As a further note, there is no light in the rest of the complex except in Tiasel's laboratory.

For those who cannot see in darkness:

The floor beneath your feet seems rough but solid, and from the sounds you are inside somewhere, likely deep underground based on the echoes. The blackness is impenetrable, but the feeling of heaviness is worse—it feels like everything on your person suddenly weighs twice as much. Even your limbs are sluggish compared to normal.

For those who can see, through Darkvision or a light source:

You stand in a rough cave perhaps twenty by forty feet. The rocky walls are bare, and the floor is level if rough. The feeling of heaviness is still there, it feels like everything on your person suddenly weighs twice as much. Even your limbs are sluggish compared to normal.

The Elemental Plane of Earth has the following traits:

- **Heavy Gravity:** The gravity of this plane is much more intense than the Material Plane. As a result, Balance, Climb, Jump, Ride, Swim and Tumble checks suffer a -2 circumstance penalty, as do all attack rolls. All item weights are effectively doubled, which might affect a PC's speed. Weapon ranges are halved. PCs that fall on this plane take 1d10 points of damage per 10 feet fallen, to a maximum of 20d10 damage.
- **Earth-Dominant:** Creatures with the Air subtype are uncomfortable on this plane, but they suffer no direct inconvenience.
- **Enhanced Magic:** Spells and spell-like abilities that use, manipulate, or create earth or stone (including those of the Earth domain) are both empowered and extended (as if both the Empower Spell and Extend Spell feats had been used on them, but the spells don't require higher level slots. Spells and spell-like abilities that are already empowered or extended are unaffected by this benefit.
- **Impeded Magic:** Spells and spell-like abilities that use or create air (including the summoning of air elementals or outsiders with the air subtype) are impeded. This includes spells of the Air domain. These spells and spell-like abilities can still be used, but a successful Spellcraft check (DC 15 + level of the spell) must be made to do so.

- The Ethereal plane is unavailable, so spells that rely on it like *blink* will not work.

Note that PCs must recalculate their encumbrance at this point, and may elect to leave some equipment behind. Remind everyone that there is a -2 to all attack rolls made as well, simply because everything is heavier.

PCs appear on the map (in the same order and at the same intervals that they passed through the portal in **Encounter Four**).

The walls here are rough—it appears that this was a natural cavern that was then smoothed somewhat with tools or magic.

Detecting magic in this cave will show an aura of strong Conjunction off to one corner (where the Exit Portal is listed on the map), in a vertical area about ten feet wide and high, in mid air. This is the portal back to the Prime Material Plane, currently inactive. A DC 25 Use Magic Device attempt can activate it, as can the proper portal key, which Tiasel has currently (in **Encounter Ten**). This exit portal has a different key from the entrance portal, and the PCs are likely stuck here if they cannot get the key from Tiasel.

Treasure: A successful DC APL +15 Search check in this room turns up a small forked metal rod buried in a small pile of stones, which is a Planar Fork, the focus for a *plane shift* spell to the Elemental Plane of Earth.

All APLs: Loot – 0 gp, Coin – 0gp, Magic –planar fork (16 gp each)

Development: There is but one obvious exit to the room, which leads around a corner into **Encounter Six**.

Time is still important in this complex. Tiasel is experimenting on the children. About an hour after the PCs could reasonably be expected to reach the portal, Tiasel will fetch Beddar from area 8, traveling through the secret passage from area 9, if it is safe for her to do so (Stony will scout for her at APLs 4+). An hour later, Beddar will die during the experimentation, and she will go to fetch Bekka. Two hours after that, Bekka will also die.

This means that if no time was wasted, Tiasel will not have either child. If 1-2 hours is wasted, one child will be gone, but still alive. After two hours Beddar will die and Bekka will be in danger, and after four hours, she'll be dead too, and Tiasel will buff up and prepare to assault any PC in her complex, wherever they are. Of course, adventurers can always change that schedule, for example by blocking the route from area ten to area 9, as Tiasel won't engage anyone under any but her own terms, or if attacked herself.

Searching any of the rooms will take about 3 minutes, so taking 20 on an entire room will take about an hour.

ENCOUNTER SIX: THE CHASM

The text below assumes the PCs are entering from the southwest for the first time, bearing light sources and having alerted the guard wolves. Adjust as necessary if this is not the case.

The tunnel hooks around to the left, and opens up into another cavern, slightly larger than the last. The floor here is split apart by a great chasm. The only crossing is a stone bridge, ten feet wide, with low railings. Standing on it is a large wolf, growling at you. You can see several other wolves on the far side, also alertly watching you. There is something strange about these wolves however—on second look, it appears that they are not wolves at all, but instead are composed of animated earth and stone. With a rasping sound of stone-on-stone, the lead 'wolf' begins to advance.

The chasm is five feet deep per APL (i.e. ten feet at APL 2, and 50 feet deep at APL 10.) Remember that falls in heavy gravity do 1d10 damage per ten feet, and both Tumble and Jump checks are made at -2; in addition, all weights are doubled, possibly increasing encumbrance. There is no treasure in the room, although there are the remains of several small forest animals brought here by Tiasel and dismembered by the Earth Element Wolves. The walls of the chasm, rough with a few narrow ledges and handholds, aren't particularly difficult to climb for one who is skilled (DC 20 Climb, DC 15 in a corner, or DC 5 with a rope).

The Wolves were once a normal wolf pack from the Bramblewoods, trained by and belonging to Tiasel's tribe. When she left she brought them with her, for experimentation. She has managed to infuse them with Earth energy in this place, so that they are now composed entirely of earth and stone. As elemental creatures, they are not affected by the heavier gravity.

If the PCs can manage to sneak into this room without being noticed by the wolves (use standard Hide/Move Silently rules to adjudicate this if attempted, and note that the wolves do have tremorsense), there will be one wolf on the bridge, with the rest scattered throughout the far side of this room, along the hallway past the far exit, and in room 7.

Tactics:

The Earth Wolves will try to hold the bridge and prevent passage beyond this room for anyone who isn't with Tiasel. As former wolves, however, they are as susceptible to Animal Empathy as if they were still animals.

They have been commanded to guard, and as such they will attack anyone who gets within reach of the one on the bridge, or who attacks or tries to bypass them. They will use their 'burrow' ability to work their way around the chasm through the walls if necessary, to attack from behind if combat starts and some can't get into melee. Be aware that a party at APL 2 that has mostly 1st-level PCs may have a difficult time, but the wolves won't pursue such a party beyond the room.

As animals, at least mentally, they will flee if taken individually below ¼ hitpoints, or collectively to ¼ of their numbers, and will make a last stand in area 7.

APL 2 (EL 4)

Earth Element Wolves (4): hp 13, 13, 13, 13; see *Appendix I*.

APL 4 (EL 6)

Earth Element Wolves (8): hp 13, 13, 13, 13, 13, 13, 13, 13; see *Appendix I*.

APL 6 (EL 8)

Earth Element Dire Wolves (4): hp 45, 45, 45, 45; see *Appendix I*.

APL 8 (EL 10)

Advanced Earth Element Dire Wolves (3): hp 102, 102, 102; see *Appendix I*.

APL 10 (EL 12)

Fully Advanced Earth Element Dire Wolves (3): hp 171, 171, 171; see *Appendix I*.

APL 12 (EL 14)

Elite Fully Advanced Earth Element Dire Wolves (4): hp 207, 207, 207, 207; see *Appendix I*.

Development: Defeating the wolves will likely alert Tiasel as to the presence of intruders, and she will take precautions—she will cast medium-length buff spells at this point (anything that will last at least an hour, which varies by APL), and prepare to be assaulted.

Searching the bottom of the chasm will reveal a rocky floor and a few bones, but nothing of much value.

ENCOUNTER SEVEN: GUARDROOM

This encounter text assumes that the guard wolves have all been defeated. If any wolves have fled here, adjust the text to fit.

Note that from this point onwards, patches of continual light on the ceilings provide lighting in the rest of the complex.

Outside the room:

The corridor here continues straight ahead, carved deliberately from the rock, unlike earlier areas that were natural caverns for the most part. There is an opening on the right, covered with a heavy leather curtain of uncured hide from some large animal.

Inside the room, past the curtain:

This room has been squarely carved from the rock, with several cloth curtains sectioning off the south end. To the north is a set of stone double doors in an alcove. Scattered around the room are a number of small bones, many with dried meat and fur still attached, as well as several larger furs formed into rough nests for the earth-wolves. There are also the remains of a table and three chairs in the middle of the room, all smashed to pieces.

This room is where the earth-element wolves spend much of their time. There are several nests made from mouldy furs. The real treasure in the room comes in the form of the curtain, which is made from the hide of a displacer beast. Anyone who searches the room should be asked in addition to make a DC 20 Knowledge (nature) check or Knowledge (arcana) check, with success indicating that the curtain is noted as being valuable. It will take some effort to retrieve the hide carefully from the iron hooks that hold it to the ceiling—adventurers who do not know that it is valuable will either ignore it or, if they have not made the check, won't know to treat it with care and will ruin it for the purpose of magic item creation. It has no intrinsic value other than as a component for creating a *cloak of displacement*.

Stone Doors: 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28, Open Locks DC 30.

The only combat to be found here is overflow from Area 6. The curtains are a fine place to play up the paranoia of the adventuring life, but the alcoves that they section off are harmless, each containing only the remains of a bed (broken by the weight of the wolves at APLs 6+), and a chair.

A successful DC 20 Survival check with the Track feat or, as if it was a trap, Search check on the door to the north will show that it hasn't been opened in weeks.

Treasure:

All APLs: Loot – 50 gp (Displacer beast hide)

ENCOUNTER EIGHT: PRISON ROOM

This room can be reached through the door to the south, or through the secret passage directly into the north-western cell. The following text assumes that entrance is made from the south.

The room before you looks like it once might have been very similar to the one behind you, but now it is broken and full of rubble. It appears that water has been leaking into the room from somewhere, for small puddles have gathered on the floor, which is also studded with bits of masonry that have fallen from the ceiling. At the far end of the room are two doors.

This entire room constitutes a trap. The pools are actually acid that has been seeping in and gradually weakening the ceiling. At some point, someone decided that this wasn't dangerous enough, and rigged the room with wires connected to the ceiling, so that if they were jarred, falling rubble would splash acid and fumes over the entire room. It takes a creature of at least Small size to jar a wire enough to trigger the trap. How dangerous it is depends on the APL.

The trap section of the room starts fifteen feet in from the entrance door, but the effects will fill the entire room as well as ten feet past all doorways if the doors are open when it is triggered, so those who believe themselves to be safe may not be.

APL 2 (EL 2)

Acid splash trap: CR 2; mechanical; location trigger; no reset; no bypass; Area effect acid splash (2d6 acid damage, DC 16 Reflex save half); Search DC 20; Disable Device DC 18;

APL 4 (EL 4)

Acid splash trap: CR 4; mechanical; location trigger; no reset; no bypass; Area effect acid splash (6d6 acid damage, DC 17 Reflex save half); Search DC 22; Disable Device DC 20;

APL 6 (EL 6)

Acid splash trap: CR 6; mechanical; location trigger; no reset; no bypass; Area effect acid splash (10d6 acid damage, DC 18 Reflex save half); Search DC 24; Disable Device DC 22;

APL 8 (EL 8)

Acid splash trap: CR 8; mechanical; location trigger; no reset; no bypass; Area effect acid splash (12d6 acid damage, DC 19 Reflex save half); Search DC 26; Disable Device DC 24;

APL 10 (EL 10)

Acid splash trap: CR 10; mechanical; location trigger; no reset; no bypass; Area effect acid splash (14d6 acid damage, DC 20 Reflex save half); Search DC 28; Disable Device DC 26;

APL 12 (EL 12)

Acid splash trap: CR 12; mechanical; location trigger; no reset; no bypass; Area effect acid splash (16d6 acid damage, DC 21 Reflex save half); Search DC 30; Disable Device DC 28;

Note that this trap will not reset, and can be triggered by an intelligent party if it is detected by anything approximating the mass of a Small creature or larger moving in the latter half of the room. Dipping anything organic into a puddle will reveal that it is in fact acid, but it will not eat metal or stone (so the Earth Element Wolves are immune, although they don't like the spell and don't enter here). The puddles will also smell funny to anyone with the Scent ability, as an additional clue that something odd is up. Simply flying through the room will still trigger the trap, however, since the wires do stretch from floor to ceiling, and are almost invisible.

The acid will quickly lose its potency outside the Plane of Earth, but in the meantime the equivalent of 3 Acid flasks can be created (with suitable tools) before the trap is triggered, or 6 flasks after the trap is triggered.

The Cells:

There are two cells at the far end of the room. The one on the right is completely empty other than a set of manacles on the wall, badly rusted. The one on the left may or may not contain the halfling prisoners.

Stone Doors: 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28, Open Locks DC 40.

If the PCs came directly from the farmhouse without needing to go back for a tracker or getting lost, both Beddar and Bekka are here, while Tiasel prepares for her latest experiment (see area 10 for details). If no more than

two hours was lost, then one twin is here (Bekka, the girl), but Beddar is with Tiasel. If more than two hours was wasted, then neither twin is here, Beddar having died and Bekka having been taken to replace him.

In the back of the cell is a secret door, locked, that leads to a passage to Area 9.

Secret Stone Door: 4 in. thick; hardness 8; hp 60; AC 5; Search DC 25, Break DC 28, Open Locks DC 30.

The cell itself has nothing but a bowl of water. Although either twin can explain about the secret door, they cannot open it, not having the key. Tiasel, of course, has all keys to the complex.

Beddar and Bekka: Male and female halfling twin children; Com1.

The child or children, if present, can be calmed with a DC 20 Diplomacy check, with halflings getting a +5 on the roll, and reasonable attempts at calming them down also giving a +5 (speaking to them calmly, assuring them that it'll be all right, and so on). They will simply be afraid of and refuse to speak to a party that can't muster even this minimal an attempt at being friendly. They are seven years old, which puts them at about the level of a five-year-old human child. However, if there are any elves in the party, there is a -5 penalty, which increases to -7 if any of the elves are female.

If calmed, they can describe the strange lady that took them, but since she had forced them into a sack for the journey here, they didn't see anything until they reached this room.

If Beddar is gone, Bekka knows that he was taken by the mean lady, but that's about it.

Development: It is entirely possible to rescue the children through the secret passage without ever entering the room with the trap. Doing so should grant full experience for defeating it.

ENCOUNTER NINE: STOREROOM

Outside the room:

The corridor turns left, with a set of stone doors on the right, slightly ajar, and another straight ahead.

Inside the room on the right:

This worked chamber looks to be an old storeroom that has also seen recent use. Ahead and to the left are sagging shelves and racks, mostly holding spoiled foodstuffs and splintered wood, while against the left

wall is a cleared area with several sacks and crates, as well as the butchered carcass of a deer.

The left half of the room contains nothing of value, while the right half contains foodstuffs, including a bag of apples, iron rations, a cask of water, and the deer.

It also contains a secret door.

Secret Stone Door: 4 in. thick; hardness 8; hp 60; AC 5; Search DC 25, Break DC 28, Open Locks DC 30.

Searching the entire room will take about 3 minutes, so taking 20 on the entire room will take about an hour. This is enough time for Tiasel to finish experimenting on a halfling child, if she has one with her, which will result in its death.

Treasure:

Looting everything of value from the room will recover goods worth 60 GP in total, and weighing 200 pounds. (400 lbs in the heavier gravity.)

All APLs: Loot – 5 gp.

ENCOUNTER TEN: THE FINAL SHOWDOWN

This encounter begins outside the door to the room, since the door is trapped, triggering a portcullis. In addition, at APLs 4+, Stony the earth elemental is likely hiding in the hallway, just peeking out of the wall. Give opposed Spot checks versus his hide, modified for size Fine rather than his actual size (+16 size modifier rather than as normal for his size) due to his just having to poke one stony eye out of the wall.

The portcullis comes down in the squares 25 feet from the door, attacking anything in those two squares, as soon as the door handle is tried without the correct key, or the door is otherwise tampered with.

ALL APLs (EL 1)

Portcullis Trap: CR 1; mechanical; touch trigger; manual reset; key bypass (Open lock DC 30); Atk +10 melee (3d6); Search DC 20; Disable Device DC 20; Note: Damage applies only to those underneath portcullis, portcullis blocks passageway (Str DC 24 to lift, hardness 10, 40 hitpoints).

The portcullis likely notifies Tiasel as to the proximity of the party, even if she was not already ready. Once they are in the hallway, and particularly if the portcullis drops, she will cast any relevant buff spells and attack, with tactics depending on APL

The boxed text below assumes that the adventurers open the door and find her inside— adjust as necessary for the actual circumstances.

Also keep in mind whether she has one or both halfling children with her:

- If no time was wasted getting here, then she has no children (they are both still in the cell).
- If between one and two hours was wasted, then she has Beddar with her being prepared for an experiment (and available as a hostage).
- If more than two hours has passed unnecessarily, then Beddar is dead and his body is in a corner, and Bekka is being prepared for a similar experiment.
- If more than four hours has passed, then Bekka is also dead, and her body will be with Beddar's.

The lighting in the room is provided by a patch of *continual light* on the ceiling.

Beyond the door is another large room, this one outfitted as a laboratory for some sort of magical experimentation. A large table with leather straps sits in the center, surrounded by arcane symbols and chunks of crystal. The far end of the room is blocked off with a rough cloth curtain of green.

After one hour or more:

Strapped to the table is a small halfling child, apparently unconscious and wearing a helmet of some sort, also studded with crystals.

Presuming that Tiasel is visible and present (Stony will be waiting under the floor at APLs 4+):

On the far side of the room, behind a table covered in alchemical contraptions, is a female Elf, dressed in brown robes. She appears to be expecting you.

At APL 12:

Her skin is grey and rugged, as if she is made of stone herself.

Beyond the curtain is a simple pallet and some food and water, the sleeping area of Tiasel the wizard. Here also she keeps her travelling spell book, under the pallet (automatically found if searched for), bound in human skin. Spells may be copied from this book, consider it to have all spells that she has memorized at her level, but no others. Any wizard can copy up to one spell per wizard level per adventure. It will be confiscated by the Archons or Threshers either at the Ket border or in the next city, and thus is not available as treasure.

Also found, if too much time has passed, is the corpse of Beddar the halfling child, partially transmuted to stone.

Creatures:

Tiasel (and at APLs 4+ Stony her Elemental Companion) are waiting here for the adventurers. She will use her spells to the best of her ability, since she really is quite intelligent. Stony will likely begin the combat below the floor, and will emerge as part of his first move action, quite likely with a 5' step if possible.

At APL 2, both Tiasel and her toad familiar will be affected by the heavier gravity.

At APL 4-10, Tiasel will be affected by the heavier gravity, but Stony (an elemental) will not be affected.

At APL 12, neither Tiasel (who has taken on elemental properties) nor Stony will be affected by the heavier gravity.

Also quite likely present is one of the halfling children, see encounter 8 for dealing with them if they are revived, being currently unconscious due to fear (no damage).

Arrange the furniture in the room as you see fit, but there is at least one table and the hostage (if present) between Tiasel and the door.

Tactics: In general, her goal is to drive the intruders out of her lab, and destroy or capture them if possible. If she has no choice she will surrender, but she has no compunctions about lying. She is obviously not a citizen of Ket, and won't even try to claim to be one.

APL 2: *Alarm* (on the entrance room) and *mage armor* are precast with her extend rod, and factored into her stat block. She'll use her spells as effectively as she can, using the *baleful transposition* to attempt to flee (by transposing herself with the rearmost party member) if it becomes apparent that she cannot win.

APL 4: As APL 2, but she has also precast *greater mage armor* with her extend rod on Stony, who will enter combat as effectively as it can, starting under the floor.

APL 6: As APL 4, but she will open with a *mass reduce person* to try to hinder her foes in combat. The *orb of acid* is reserved for the most dangerous foe, preferably someone in heavy armor. Stony has Improved Evasion, which works well with the *fireball*.

APL 8: As APL 6, but she'll follow up the *mass reduce person* with an *Evard's black tentacles*, catching as many foes as possible, once their grapple checks are reduced due to size.

APL 10: As APL 8, but the *reciprocal gyre* is reserved for anyone who appears overly enspelled. The *nightstalker's*

transformation is for casting on Stony through Share Spells (not on self), the potion is the material component.

APL 12: As APL 10, but once she feels threatened she'll take Elemental form, and use those abilities to assist herself. Note that she loses some prepared spells when she does so, due to her headband becoming non-functional, so she will not take that form until she has taken damage, or feels that it is otherwise necessary.

APL 2 (EL 5)

Tiasel: Wild Elf Transmuter 5: hp 22; see Appendix 1.

APL 4 (EL 7)

Tiasel: Wild Elf Transmuter 5/Bonded Summoner (Earth) 2: hp 26; see Appendix 1.

Stony Elemental Companion: hp 30; see Appendix 1

APL 6 (EL 9)

Tiasel: Wild Elf Transmuter 5/Bonded Summoner (Earth) 4: hp 42; see Appendix 1.

Stony Elemental Companion: hp 68; see Appendix 1

APL 8 (EL 11)

Tiasel: Wild Elf Transmuter 5/Bonded Summoner (Earth) 6: hp 50; see Appendix 1.

Stony Elemental Companion: hp 152; see Appendix 1

APL 10 (EL 13)

Tiasel: Wild Elf Transmuter 5/Bonded Summoner (Earth) 8: hp 60; see Appendix 1.

Stony Elemental Companion: hp 199; see Appendix 1

APL 12 (EL 15)

Tiasel: Wild Elf Transmuter 5/Bonded Summoner (Earth) 10: hp 84 or 144; see Appendix 1.

Stony Elemental Companion: hp 228; see Appendix 1

Treasure:

The alchemical equipment and general arcane and planar texts in this room have a value of 200 GP, if collected and sold. It appears that studying them might yield interesting insights into the elemental plane of earth.

APL 2: L: 29 gp; C: 30 gp; M: *Lesser extend metamagic rod* (250 gp each), *bracers of armor +1* (83 gp each)

APL 4: L: 29 gp; C: 30 gp; M: *Lesser extend metamagic rod* (250 gp each), *headband of intellect +2* (333 gp each)

APL 6: L: 29 gp; C: 30 gp; M: *Lesser extend metamagic rod* (250 gp each), *headband of intellect +2* (333 gp each), *ring of protection +2* (333 gp each)

APL 8: L: 29 gp; C: 30 gp; M: *Lesser extend metamagic rod* (250 gp each), *headband of intellect +4* (1,333 gp each)

APL 10: L: 29 gp; C: 30 gp; M: *Lesser extend metamagic rod* (250 gp each), *headband of intellect +4* (1,333 gp each), *ring of protection +3* (1,500 gp each)

APL 12: L: 29 gp; C: 30 gp; M: *Lesser extend metamagic rod* (250 gp each), *headband of intellect +4* (1,333 gp each), *ring of protection +4* (2,667 gp each), *amulet of health +2* (333 gp)

Development: A quick search through Tiasel's books will turn up the required component to open the portal back to the Prime Material plane, a loop of twisted copper and silver wires. She has one on her person, and several others could be made from the equipment in this room. Carrying one to within five feet of the exit portal will cause it to open for ten minutes of one-way travel back to the same mine the adventurers arrived from.

Rescuing the halfling children (or child) and dealing with Tiasel permanently is the best result that can be hoped for here.

CONCLUSION

On arriving back at Frusilla and Bindleswift's farm, the PCs are greeted with joy, mixed with sadness if either child perished.

The adventurers are offered 50 gp each for their trouble, as long as at least one child is returned safely. If this is not gained, cross off any items with a * beside them that are listed as access: None

The AR award **Successful Rescue** is awarded to any party that managed to bring both children back alive.

The AR award **Planar Results** is awarded to any PC who managed to recover the research materials that Tiasel was working on, and bring them back for study.

The AR award **True Family Member** is awarded to any halfling who is currently a member of the Ket metaorg The Halfling Families. This remains in effect as long as the hero remains a member.

The AR award **Archon Research Results** is awarded to any character who is currently a member of the Ket metaorg the Archons. This remains in effect as long as the hero remains a member.

The AR award **Connections in Low Places** is awarded to any character who is currently a member of the Ket metaorg the Xanavade. This remains in effect as long as the hero remains a member.

AR item access Cloak of Displacement, Lesser is available only to those who successfully recovered the displacer beast hide in **Encounter Seven**, by making the Knowledge (Nature) check.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each PC.

Encounter Six:

Wolves defeated.

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Encounter Eight:

Trap disarmed or bypassed or survived.

APL 2	60 xp
APL 4	120 xp
APL 6	180 xp
APL 8	240 xp
APL 10	300 xp

APL 12	360 xp
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Encounter Ten

Trap disarmed or bypassed or survived:

All APLs 30 xp

Tiasel defeated:

APL 2	150 xp
APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp

Story Award

Both children returned safely:

APL 2	60 xp
APL 4	90 xp
APL 6	120 xp
APL 8	150 xp
APL 10	180 xp
APL 12	210 xp

Discretionary roleplaying award

APL 2	30 xp
APL 4	45 xp
APL 6	60 xp
APL 8	75 xp
APL 10	90 xp
APL 12	105 xp

Total possible experience:

APL 2	450 xp
APL 4	675 xp
APL 6	900 xp
APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575 xp

TREASURE SUMMARY

During an adventure, PCs encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each PC gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), PCs may return to retrieve loot. If the PCs do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each PC gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because PCs may want to use them during the adventure. Many times PCs must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a PCs total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, PCs may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewellery, and other valuables; M = Magic Items.

Encounter One: Breakdown

APL 2: L: 0 gp; C: 4 gp; M: 0 gp

APL 4: L: 0 gp; C: 8 gp; M: 0 gp

APL 6: L: 0 gp; C: 12 gp; M: 0 gp

APL 8: L: 0 gp; C: 16 gp; M: 0 gp

APL 10: L: 0 gp; C: 20 gp; M: 0 gp

APL 12: L: 0 gp; C: 24 gp; M: 0 gp

Encounter Five: Elemental Earth

All APLs: Loot – 0 gp, Coin – 0gp, Magic –planar fork (16 gp each)

Encounter Seven: Guardroom

All APLs: Loot – 50 gp (Displacer beast hide)

Encounter Nine: Storeroom

All APLs: Loot – 5 gp, Coin – 0 gp, Magic –.

Encounter Ten: Final Showdown

APL 2: L: 29 gp; C: 30 gp; M: *Lesser extend metamagic rod* (250 gp each), *bracers of armor +1* (83 gp each)

APL 4: L: 29 gp; C: 30 gp; M: *Lesser extend metamagic rod* (250 gp each), *headband of intellect +2* (333 gp each)

APL 6: L: 29 gp; C: 30 gp; M: *Lesser extend metamagic rod* (250 gp each), *headband of intellect +2* (333 gp each), *ring of protection +2* (333 gp each)

APL 8: L: 29 gp; C: 30 gp; M: *Lesser extend metamagic rod* (250 gp each), *headband of intellect +4* (1,333 gp each)

APL 10: L: 29 gp; C: 30 gp; M: *Lesser extend metamagic rod* (250 gp each), *headband of intellect +4* (1,333 gp each), *ring of protection +3* (1,500 gp each), *potion of cat's grace* (25 gp each)

APL 12: L: 29 gp; C: 30 gp; M: *Lesser extend metamagic rod* (250 gp each), *headband of intellect +4* (1,333 gp each), *ring of protection +4* (2,667 gp each), *amulet of health +2* (333 gp), *potion of cat's grace* (25 gp each)

Conclusion

All APLs: Loot – 0 gp, Coin – 50 gp, Magic –.

Total Possible Treasure

APL 2: L: 84 gp; C: 84 gp; M: 349 gp - Total: 517 gp

APL 4: L: 84 gp; C: 88 gp; M: 599 gp - Total: 771 gp

APL 6: L: 84 gp; C: 92 gp; M: 932 gp - Total: 1,108 gp

APL 8: L: 84 gp; C: 96 gp; M: 1,599 gp - Total: 1,779 gp

APL 10: L: 84 gp; C: 100 gp; M: 3,124 gp - Total:
3,308 gp

APL 12: L: 84 gp; C: 104 gp; M: 4,624 gp - Total:
4,812 gp

APPENDIX I – APL 2

ENCOUNTER SIX

Earth Element Wolves (4): CR 1; Medium elemental (earth); HD 2d8+4; hp 13; Init +1; Spd 50 ft., burrow 20 ft.; AC 16 (+1 Dex, +5 Natural), touch 11, flat-footed 15; Base Atk +1; Grp +3; Atk +4 melee (1d6+3, bite); Full Atk +4 melee (1d6+3, bite); Space/Reach 5ft./5ft.; SA Trip, earth mastery; SQ Low-light vision, scent, burrow, elemental traits (immune to poison, sleep, paralysis, stunning, flanking, and criticals), darkvision 60 ft., tremorsense 60 ft.; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 13, Con 15; Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +1, Listen +3, Move Silently +2, Spot +3, Survival +1 (+5 track by scent); Track, Weapon Focus (bite).

Trip (Ex): An earth element wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Earth Mastery (Ex): An earth element creature gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground (not included above). If an opponent is airborne or waterborne, the earth element creature suffers a -4 penalty on attack and damage rolls (also not included above).

Burrow (Ex): An earth element creature can glide through stone, dirt or almost any sort of earth except metal as easily as a fish moves through water, in a manner similar to a xorn's.

ENCOUNTER TEN

Tiasel: Wild Elf Transmuter: Wiz5; CR 5; Medium Humanoid (Elf); HD 5d4+8; 22 hp; Init +3; Move 30 ft.; AC 17, touch 13, flat-footed 14 (+4 from *mage armor* [or +1 from *+1 bracers of armor*], +3 Dex); Base Atk +2; Grp +2; Atk +2 melee (1d6/18-20, rapier) or +5 ranged (1d8/x3, longbow); Full Atk +2 melee (1d6/18-20, rapier) or +5 ranged (1d8/x3, longbow); SQ low-light vision, automatic searching, +2 save vs. Enchantments, immunity to *sleep*, spells, familiar; AL CE; Fort +2, Ref +4, Will +3; Str 10, Dex 16, Con 12, Int 14, Wis 8, Cha 13.

Skills and Feats: Concentration +9, Knowledge (planes) +10, Listen +3, Search +4, Spellcraft +10, Spot +3; Combat Casting, Point Blank Shot, Scribe Scroll, Spell Mastery.

Spells Prepared (4+1, 4+1, 3+1, 1+1; Base DC = 12 + spell level): 0th—*acid splash*, *acid splash*, *detect magic*, *mage hand*, *touch of fatigue*; 1st—~~*alarm*~~, *expeditious Retreat*, ~~*mage armor*~~, *ray of enfeeblement*, *shield*; 2nd—*baleful transposition**, *levitate*, *touch of idiocy*, *web*; 3rd—*bands of steel**, *ray of exhaustion*. Caster level 5, Evocation and Illusion banned.

Possessions: Lesser Extend Metamagic Rod, rapier, longbow, 20 arrows, 2 daggers, *Bracers of Armor +1*, spell component pouch.

Languages: Common, Elven, Sylvan, Terran

* See Appendix Two: New Rules Items

Lump, Familiar: Toad; CR -; Diminutive Magical Beast (amphibious); HD 5; 11 hp; Init +1; Move 5 ft.; AC 22, touch 15, flat-footed 21 (+4 from shared *mage armor*, +4 size, +1 Dex, +3 natural); Base Atk +2; Grp -15; Atk +1 melee (by spell, touch); Full Atk +1 melee (by spell, touch); SQ improved evasion, share spells, empathic link, deliver touch spells, speak with master, low-light vision; AL CE; Fort +2, Ref +3, Will +6; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

Skills and Feats: Concentration +8, Hide +21, Knowledge (planes) +9, Spellcraft +7; Alertness. Languages: Common, Elven, Sylvan, Terran.

ENCOUNTER SIX

Earth Element Wolves (8): CR 1; Medium elemental (earth); HD 2d8+4; hp 13; Init +1; Spd 50 ft., burrow 20 ft.; AC 16 (+1 Dex, +5 Natural), touch 11, flat-footed 15; Base Atk +1; Grp +3; Atk +4 melee (1d6+3, bite); Full Atk +4 melee (1d6+3, bite); Space/Reach 5ft./5ft.; SA Trip, earth mastery; SQ Low-light vision, scent, burrow, elemental traits (immune to poison, sleep, paralysis, stunning, flanking, and criticals), darkvision 60 ft., tremorsense 60 ft.; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 13, Con 15; Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +1, Listen +3, Move Silently +2, Spot +3, Survival +1 (+5 track by scent); Track, Weapon Focus (bite).

Trip (Ex): An earth element wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Earth Mastery (Ex): An earth element creature gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground (not included above). If an opponent is airborne or waterborne, the earth element creature suffers a -4 penalty on attack and damage rolls (also not included above).

Burrow (Ex): An earth element creature can glide through stone, dirt or almost any sort of earth except metal as easily as a fish moves through water, in a manner similar to a xorn's.

ENCOUNTER TEN

Tiasel: Wild Elf Transmuter/Bonded Summoner (Earth): Wiz5/BondedSummoner2*; CR 7; Medium Humanoid (Elf); HD 7d4+7; 26 hp; Init +3; Move 30 ft.; AC 17, touch 13, flat-footed 14 (+4 from *mage armor*, +3 Dex); Base Atk +3; Grp +3; Atk +3 melee (1d6/18-20, rapier) or +6 ranged (1d8/x3, longbow); Full Atk +3 melee (1d6/18-20, rapier) or +6 ranged (1d8/x3, longbow); SQ low-light vision, automatic searching, +2 save vs. Enchantments, immunity to *sleep*, spells, elemental companion (medium earth elemental), acid resistance 5; AL CE; Fort +3, Ref +5, Will +6; Str 10, Dex 16, Con 12, Int 16, Wis 8, Cha 13.

Skills and Feats: Concentration +11, Knowledge (arcana) +5, Knowledge (planes) +13, Listen +1, Search +5, Spellcraft +13, Spot +1; Combat Casting, Point

Blank Shot, Practiced Spellcaster (wizard)*, Spell Mastery, Scribe Scroll. Languages: Common, Elven, Sylvan, Terran.

Spells Prepared (4+1, 4+1, 4+1, 3+1; Base DC = 12+spell level): 0th—*acid splash*, *acid splash*, *detect magic*, *mage hand*, *touch of fatigue*, 1st—~~*alarm*~~, *expeditious retreat*, ~~*mage armor*~~, *ray of enfeeblement*, *shield*, 2nd—*baleful transposition**, *bear's endurance*, *haste*, *levitate*, *touch of idiocy*, *web*, 3rd—*bands of steel**, ~~*mage armor*~~, ~~*greater*~~*. Caster level 7, Evocation and Illusion banned.

Possessions: Lesser Extend Metamagic Rod, rapier, longbow, 20 arrows, 2 daggers, *headband of intellect* +2, spell component pouch.

* See Appendix Two: New Rules Items

Stony, Elemental Companion: CR -; Medium Elemental (Earth, Extraplanar); HD 4d8+12; 30 hp; Init -1; Move 20 ft.; AC 24, touch 9, flat-footed 24 (+6 from *mage armor*, *greater*, -1 Dex, +9 natural); Base Atk +3; Grp +8; Atk +8 melee (1d8+7 slam); Full Atk +8 melee (1d8+7 slam); SA earth mastery, push; SQ deliver touch spells, devotion, empathic link, improved evasion, share spells, speak with master, darkvision 60 ft., earth glide, elemental traits; AL N; Fort +7, Ref +0, Will +1; Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +4, Spot +3; Cleave, Power Attack. Languages: Terran.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block).

Push (Ex): An earth elemental can start a bull rush manoeuvre without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Devotion (Ex): An elemental companion's devotion to the bonded summoner is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

ENCOUNTER SIX

Earth Element Dire Wolves (4): CR 4; Large elemental (earth); HD 6d8+18; hp 45; Init +1; Spd 50 ft., burrow 20 ft.; AC 16 (-1 size, +1 Dex, +6 Natural), touch 10, flat-footed 15; Base Atk +4; Grp +16; Atk +12 melee (1d8+12, bite); Full Atk +12 melee (1d8+12, bite); Space/Reach 10ft./5ft.; SA Trip, earth mastery; SQ Low-light vision, scent, burrow, elemental traits (immune to poison, sleep, paralysis, stunning, flanking, and criticals), darkvision 60 ft., tremorsense 60 ft.; AL N; SV Fort +8, Ref +6, Will +6; Str 27, Dex 13, Con 17; Int 2, Wis 12, Cha 10.

Skills and Feats: Hide -1, Listen +7, Move Silently +3, Spot +7, Survival +2 (+6 track by scent); Alertness, Run, Track, Weapon Focus (bite).

Trip (Ex): An earth element dire wolf that hits with a bite attack can attempt to trip the opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Earth Mastery (Ex): An earth element creature gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground (not included above). If an opponent is airborne or waterborne, the earth element creature suffers a -4 penalty on attack and damage rolls (also not included above).

Burrow (Ex): An earth element creature can glide through stone, dirt or almost any sort of earth except metal as easily as a fish moves through water, in a manner similar to a xorn's.

ENCOUNTER TEN

Tiasel: Wild Elf Transmuter/Bonded Summoner (Earth): Wiz5/BondedSummoner4*; CR 9; Medium Humanoid (Elf); HD 9d4+18; 42 hp; Init +3; Move 30 ft.; AC 19, touch 15, flat-footed 16 (+4 from *mage armor*, +3 Dex, +2 deflection); Base Atk +4; Grp +4; Atk +4 melee (1d6/18-20, rapier) or +7 ranged (1d8/x3, longbow); Full Atk +4 melee (1d6/18-20, rapier) or +7 ranged (1d8/x3, longbow); SQ low-light vision, automatic searching, +2 save vs. Enchantments, immunity to *sleep*, spells, elemental companion (large earth elemental), acid resistance 10; AL CE; Fort +3, Ref +5, Will +7; Str 10, Dex 16, Con 12, Int 17, Wis 8, Cha 13.

Skills and Feats: Concentration +13, Knowledge (arcana) +7, Knowledge (planes) +15, Listen +1, Search

+5, Spellcraft +15, Spot +1; Combat Casting, Improved Toughness*, Point Blank Shot, Practiced Spellcaster (wizard)*, Spell Mastery, Scribe Scroll.

Spells Prepared (4+1, 5+1, 4+1, 3+1, 1+1; Base DC = 13+spell level): 0th—*acid splash*, *acid splash*, *detect magic*, *mage hand*, *touch of fatigue*, 1st—~~*alarm*~~, *expeditious retreat*, ~~*mage armor*~~, *ray of enfeeblement*, *ray of enfeeblement*, *shield*, 2nd—*baleful transposition**, *bear's endurance*, *levitate*, *touch of idiocy*, *web*, 3rd—*bands of steel**, *fireball*, *haste*, ~~*mage armor*~~, ~~*greater*~~*, 4th—*orb of acid**, *reduce person*, *mass*. Caster level 9, Evocation and Illusion banned.

Possessions: Lesser Extend Metamagic Rod, rapier, longbow, 20 arrows, 2 daggers, *headband of intellect* +2, *ring of protection* +2, spell component pouch.

Languages: Common, Elven, Sylvan, Terran.

* See Appendix Two: New Rules Items

Stony, Elemental Companion: CR -; Large Elemental (Earth, Extraplanar); HD 8d8+32; 68 hp; Init -1; Move 20 ft.; AC 24, touch 8, flat-footed 24 (-1 size, +6 from *mage armor*, *greater*, -1 Dex, +10 natural); Base Atk +6; Grp +17; Atk +12 melee (2d8+7 slam); Full Atk +12/+12 melee (2d8+7, 2 slams); Space/Reach: 10 ft./10 ft.; SA: earth mastery, push; SQ deliver touch spells, devotion, empathic link, improved evasion, share spells, speak with master, darkvision 60 ft., earth glide, elemental traits, DR 5/-, SR 14; AL N; Fort +10, Ref +1, Will +2; Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +6, Spot +5; Cleave, Great Cleave, Power Attack. Languages: Terran.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block).

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Devotion (Ex): An elemental companion's devotion to the bonded summoner is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

ENCOUNTER SIX

Advanced Earth Element Dire Wolves (3): CR 7; Large elemental (earth); HD 12d8+48; hp 102; Init +1; Spd 50 ft., burrow 20 ft.; AC 16 (-1 size, +1 Dex, +6 Natural), touch 10, flat-footed 15; Base Atk +9; Grp +22; Atk +18 melee (2d6+13, bite); Full Atk +18 melee (2d6+13, bite); Space/Reach 10ft./5ft.; SA Trip, earth mastery; SQ Low-light vision, scent, burrow, elemental traits (immune to poison, sleep, paralysis, stunning, flanking, and criticals), darkvision 60 ft., tremorsense 60 ft., DR 10/magic; AL N; SV Fort +12, Ref +9, Will +9; Str 28, Dex 13, Con 18; Int 2, Wis 12, Cha 10.

Skills and Feats: Hide -1, Listen +10, Move Silently +3, Spot +10, Survival +2 (+6 track by scent); Alertness, Improved Natural Attack (bite), Power Attack, Run, Track, Weapon Focus (bite).

Trip (Ex): An earth element dire wolf that hits with a bite attack can attempt to trip the opponent (+13 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Earth Mastery (Ex): An earth element creature gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground (not included above). If an opponent is airborne or waterborne, the earth element creature suffers a -4 penalty on attack and damage rolls (also not included above).

Burrow (Ex): An earth element creature can glide through stone, dirt or almost any sort of earth except metal as easily as a fish moves through water, in a manner similar to a xorn's.

ENCOUNTER TEN

Tiasel: Wild Elf Transmuter/Bonded Summoner (Earth): Wiz5/BondedSummoner6*; CR 11; Medium Humanoid (Elf); HD 11d4+22; 50 hp; Init +3; Move 30 ft.; AC 17, touch 13, flat-footed 14 (+4 from *mage armor*, +3 Dex); Base Atk +5; Grp +5; Atk +5 melee (1d6/18-20, rapier) or +8 ranged (1d8/x3, longbow); Full Atk +5 melee (1d6/18-20, rapier) or +8 ranged (1d8/x3, longbow); SQ low-light vision, automatic searching, +2 save vs. Enchantments, immunity to *sleep*, spells, elemental companion (huge earth elemental), acid resistance 15, immune to poison; AL CE; Fort +4, Ref +6, Will +8; Str 10, Dex 16, Con 12, Int 19, Wis 8, Cha 13.

Skills and Feats: Concentration +15, Knowledge (arcana) +10, Knowledge (planes) +18, Listen +1, Search +6, Spellcraft +20, Spot +1; Combat Casting, Improved Toughness*, Point Blank Shot, Practiced Spellcaster (wizard)*, Spell Mastery, Scribe Scroll.

Spells Prepared (4+1, 5+1, 4+1, 4+1, 3+1; Base DC = 14+spell level): 0th—*acid splash*, *acid splash*, *detect magic*, *mage hand*, *touch of fatigue*, 1st—~~*alarm*~~, *expeditious retreat*, ~~*mage armor*~~, *ray of enfeeblement*, *ray of enfeeblement*, *shield*, 2nd—*baleful transposition**, *bear's endurance*, *levitate*, *touch of idiocy*, *web*, 3rd—*bands of steel**, *fireball*, *haste*, ~~*mage armor*~~, ~~*greater*~~*, 4th—*Evard's black tentacles*, *orb of acid**, *orb of acid**, *reduce person*, *mass*. Caster level 11, Evocation and Illusion banned.

Possessions: Lesser Extend Metamagic Rod, rapier, longbow, 20 arrows, 2 daggers, *headband of intellect* +4, spell component pouch.

Languages: Common, Elven, Sylvan, Terran.

* See Appendix Two: New Rules Items

Stony, Elemental Companion: CR -; Huge Elemental (Earth, Extraplanar); HD 16d8+80; 152 hp; Init -1; Move 30 ft.; AC 24, touch 7, flat-footed 24 (-2 size, +6 from *mage armor*, *greater*, -1 Dex, +11 natural); Base Atk +12; Grp +29; Atk +19 melee (2d10+9 slam); Full Atk +19/+19 melee (2d10+9, 2 slams); Space/Reach: 15 ft./15 ft.; SA: earth mastery, push; SQ deliver touch spells, devotion, empathic link, improved evasion, share spells, speak with master, darkvision 60 ft., earth glide, elemental traits, DR 5/-, SR 16; AL N; Fort +15, Ref +4, Will +7; Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +10, Spot +9; Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack. Languages: Terran.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block).

Push (Ex): An earth elemental can start a bull rush manoeuvre without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Devotion (Ex): An elemental companion's devotion to the bonded summoner is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

ENCOUNTER SIX

Fully Advanced Earth Element Dire Wolves (3): CR 9; Large elemental (earth); HD 18d8+90; hp 171; Init +2; Spd 50 ft., burrow 20 ft.; AC 17 (-1 size, +2 Dex, +6 Natural), touch 11, flat-footed 15; Base Atk +13; Grp +26; Atk +22 melee (2d6+13, bite); Full Atk +22 melee (2d6+13, bite); Space/Reach 10ft./5ft.; SA Trip, earth mastery; SQ Low-light vision, scent, burrow, elemental traits (immune to poison, sleep, paralysis, stunning, flanking, and criticals), darkvision 60 ft., tremorsense 60 ft., DR 10/magic; AL N; SV Fort +15, Ref +13, Will +12; Str 28, Dex 14, Con 18; Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +13, Move Silently +4, Spot +13, Survival +2 (+6 track by scent); Alertness, Cleave, Improved Natural Attack (bite), Improved Toughness*, Power Attack, Run, Track, Weapon Focus (bite).

Trip (Ex): An earth element dire wolf that hits with a bite attack can attempt to trip the opponent (+13 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Earth Mastery (Ex): An earth element creature gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground (not included above). If an opponent is airborne or waterborne, the earth element creature suffers a -4 penalty on attack and damage rolls (also not included above).

Burrow (Ex): An earth element creature can glide through stone, dirt or almost any sort of earth except metal as easily as a fish moves through water, in a manner similar to a xorn's.

*See Appendix Two: New Rules Items

ENCOUNTER TEN

Tiasel: Wild Elf Transmuter/Bonded Summoner (Earth): Wiz5/Bonded Summoner8*; CR 13; Medium Humanoid (Elf); HD 13d4+26; 60 hp; Init +3; Move 30 ft.; AC 22, touch 16, flat-footed 19 (+6 from *mage armor*, *greater*, +3 Dex, +3 deflection); Base Atk +6; Grp +6; Atk +6 melee (1d6/18-20, rapier) or +9 ranged (1d8/x3, longbow); Full Atk +6/+1 melee (1d6/18-20, rapier) or +9/+4 ranged (1d8/x3, longbow); SQ low-light vision, automatic searching, +2 save vs. Enchantments, immunity to Sleep, spells, elemental

companion (greater earth elemental), acid resistance 20, immune to poison, immune to paralysis, immune to stunning; AL CE; Fort +4, Ref +6, Will +9; Str 10, Dex 16, Con 12, Int 20, Wis 8, Cha 13.

Skills and Feats: Concentration +17, Knowledge (arcana) +15, Knowledge (planes) +21, Listen +1, Search +7, Spellcraft +23, Spot +1; Combat Casting, Improved Toughness*, Point Blank Shot, Practiced Spellcaster (wizard)*, Spell Mastery, Scribe Scroll, Sudden Silent*.

Spells Prepared (4+1, 6+1, 5+1, 4+1, 3+1, 2+1; Base DC = 15+spell level): 0th—*acid splash*, *acid splash*, *detect magic*, *mage hand*, *touch of fatigue*; 1st—~~Alarm~~, *expeditious retreat*, *mage armor*, *ray of enfeeblement*, *ray of enfeeblement*, *shield*, *shield*; 2nd—*baleful transposition**, *bear's endurance*, *bear's endurance*, *levitate*, *touch of idiocy*, *web*; 3rd—*bands of steel**, *fireball*, *haste*, ~~*mage armor*~~, ~~*greater*~~*, ~~*mage armor*~~, ~~*greater*~~*, 4th—*Evard's black tentacles*, *orb of acid**, *orb of acid**, *reduce person*, *mass*; 5th—*nightstalker's transformation**, *reciprocal gyre**, *vitriolic sphere**. Caster level 13, Evocation and Illusion banned.

Possessions: *lesser extend metamagic rod*, rapier, longbow, 20 arrows, 2 daggers, *headband of intellect* +4, *ring of protection* +3, spell component pouch, *potion of cat's grace*.

Languages: Common, Elven, Sylvan, Terran.

* See Appendix Two: New Rules Items

Stony, Elemental Companion: CR -; Huge Elemental (Earth, Extraplanar); HD 21d8+105; 199 hp; Init -1; Move 40 ft.; AC 26, touch 7, flat-footed 26 (-2 size, +6 from *mage armor*, *greater*, -1 Dex, +13 natural); Base Atk +15; Grp +33; Atk +23 melee (2d10+10 slam); Full Atk +23/+23 melee (2d10+10, 2 slams); Space/Reach 15 ft./15 ft.; SA earth mastery, push; SQ deliver touch spells, devotion, empathic link, improved evasion, share spells, speak with master, darkvision 60 ft., earth glide, elemental traits, DR 10/-, SR 18; AL N; Fort +17, Ref +6, Will +9; Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11.

Skills and Feats: Listen +14, Spot +14; Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack. Languages: Terran.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack

and damage rolls. (These modifiers are not included in the statistics block).

Push (Ex): An earth elemental can start a bull rush manoeuvre without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Devotion (Ex): An elemental companion's devotion to the bonded summoner is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

ENCOUNTER SIX

Elite Fully Advanced Earth Element Dire Wolves (6): CR 10; Large elemental (earth); HD 18d8+127; hp 207; Init +3; Spd 50 ft., burrow 20 ft.; AC 18 (-1 size, +3 Dex, +6 Natural), touch 12, flat-footed 15; Base Atk +13; Grp +28; Atk +24 melee (2d6+16, bite); Full Atk +24 melee (2d6+16, bite); Space/Reach 10ft./5ft.; SA Trip, earth mastery; SQ Low-light vision, scent, burrow, elemental traits (immune to poison, sleep, paralysis, stunning, flanking, and criticals), darkvision 60 ft., tremorsense 60 ft., DR 10/magic; AL N; SV Fort +17, Ref +14, Will +13; Str 32, Dex 16, Con 22; Int 2, Wis 14, Cha 8.

Skills and Feats: Hide +1, Listen +14, Move Silently +5, Spot +14, Survival +3 (+7 track by scent); Alertness, Cleave, Improved Natural Attack (bite), Improved Toughness*, Power Attack, Run, Track, Weapon Focus (bite).

Trip (Ex): An earth element dire wolf that hits with a bite attack can attempt to trip the opponent (+15 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Earth Mastery (Ex): An earth element creature gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground (not included above). If an opponent is airborne or waterborne, the earth element creature suffers a -4 penalty on attack and damage rolls (also not included above).

Burrow (Ex): An earth element creature can glide through stone, dirt or almost any sort of earth except metal as easily as a fish moves through water, in a manner similar to a xorn's.

*See Appendix Two: New Rules Item

ENCOUNTER TEN

Tiasel: Wild Elf Transmuter/Bonded Summoner (Earth): Wiz5/BondedSummoner10*; CR 15; Medium Elemental (augmented humanoid, earth, elf); HD 15d4+45; 84 hp; Init +7; Move 30 ft.; AC 23, touch 17, flat-footed 20 (+6 from *mage armor*, *greater*, +3 Dex, +4 deflection); Base Atk +7; Grp +7; Atk +7 melee (1d6/18-20, rapier) or +10 ranged (1d8/x3, longbow); Full Atk +7/+2 melee (1d6/18-20, rapier) or +10/+5 ranged (1d8/x3, longbow); SQ elemental type, elemental form, low-light vision, automatic searching, +2 save vs. Enchantments, immunity to sleep, spells, elemental

companion (elder earth elemental), cannot be flanked, immune to acid, immune to criticals, immune to poison, immune to paralysis, immune to stunning, cannot be flanked; AL CE; Fort +4, Ref +6, Will +10; Str 10, Dex 16, Con 12, Int 20, Wis 8, Cha 13.

Skills and Feats: Concentration +17, Knowledge (arcana) +19, Knowledge (planes) +23, Listen +1, Search +7, Spellcraft +25, Spot +1; Combat Casting, Improved Initiative, Improved Toughness*, Point Blank Shot, Practiced Spellcaster (wizard)*, Spell Mastery, Scribe Scroll, Sudden Silent*. Languages: Common, Elven, Sylvan, Terran.

Spells Prepared (4+1, 6+1, 5+1, 4+1, 4+1, 3+1; Base DC = 15+spell level): 0th—*acid splash*, *acid splash*, *detect magic*, *mage hand*, *touch of fatigue*, 1st—~~*alarm*~~, *expeditious retreat*, *mage armor*, *ray of enfeeblement*, *ray of enfeeblement*, *shield*, *shield*, 2nd—*baleful transposition**, *bear's endurance*, *bear's endurance*, *levitate*, *touch of idiocy*, *web*, 3rd—*bands of steel**, *fireball*, *haste*, ~~*mage armor*~~, *greater**, ~~*mage armor*~~, *greater**, 4th—*dimension door*, *Evard's black tentacles*, *orb of acid**, *orb of acid**, *reduce person*, *mass*, 5th—*nightstalker's transformation**, *reciprocal gyre**, *vitriolic sphere**, *vitriolic sphere**. Caster level 14, Evocation and Illusion banned.

Possessions: *Lesser Extend Metamagic Rod*, rapier, longbow, 20 arrows, 2 daggers, *headband of intellect* +4, *ring of protection* +4, *amulet of health* +2, spell component pouch, *potion of cat's grace*.

* See Appendix Two: New Rules Items

When in Elemental Form:

Elemental Form Wild Elf Transmuter/Bonded Summoner (Earth): Wiz5/BondedSummoner10*; CR 15; Huge Elemental (augmented humanoid, earth, elf); HD 15d4+105; 144 hp; Init +3; Move 30 ft.; AC 28, touch 7, flat-footed 28 (+6 from *mage armor*, *greater*, -1 Dex, -2 size, +15 natural); Base Atk +7; Grp +26; Atk +16 melee (2d10+11, slam) or +4 ranged (varies by spell); Full Atk +16/+11 melee (2d10+11, slam) or +4/-1 ranged (varies by spell); SQ elemental type, elemental form, low-light vision, automatic searching, +2 save vs. Enchantments, immunity to sleep, spells, elemental companion (elder earth elemental), cannot be flanked, immune to acid, immune to criticals, immune to poison, immune to paralysis, immune to stunning, cannot be flanked; AL CE; Fort +10, Ref +3, Will +10; Str 33, Dex 8, Con 23, Int 16, Wis 8, Cha 13.

Skills and Feats: Concentration +24, Knowledge (arcana) +17, Knowledge (planes) +21, Listen +1, Search +7, Spellcraft +23, Spot +1; Combat Casting, Improved Initiative, Improved Toughness*, {Point Blank Shot}, Practiced Spellcaster (wizard)*, {Precise Shot}, Scribe Scroll, Sudden Silent*. Languages: Common, Elven, Sylvan, Terran.

Additionally: Lose 1 1st, 1 4th and 1 5th level spells (due to Int drop), spell DCs go down by 2.

Stony, Elemental Companion: CR -; Huge Elemental (Earth, Extraplanar); HD 24d8+120; 228 hp; Init -1; Move 4 If 0 ft.; AC 28, touch 7, flat-footed 26 (-2 size, +6 from *mage armor, greater*, -1 Dex, +15 natural); Base Atk +18; Grp +37; Atk +27 melee (2d10+11/19-20 slam); Full Atk +27/+27 melee (2d10+11/19-20, 2 slams); Space/Reach 15 ft./15 ft.; SA earth mastery, push; SQ deliver touch spells, devotion, empathic link, improved evasion, share spells, speak with master, darkvision 60 ft., earth glide, elemental traits, DR 10/-, SR 20; AL N; Fort +19, Ref +7, Will +10; Str 33, Dex 8, Con 21, Int 10, Wis 11, Cha 11.

Skills and Feats: Listen +29, Spot +29; Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack. Languages: Terran.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block).

Push (Ex): An earth elemental can start a bull rush manoeuvre without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Devotion (Ex): An elemental companion's devotion to the bonded summoner is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

APPENDIX 2: NEW RULES ITEMS

Improved Toughness

Complete Warrior

You are significantly tougher than normal.

Prerequisites: Base Fort bonus +2.

Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Practiced Spellcaster

Complete Arcane

You can cast a spell to maximum effect without special preparation.

Prerequisites: Spellcraft 4 ranks

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't gain from the full bonus immediately, if you later gain Hit Dice in levels of non-spellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A PC with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Baleful Transposition

Spell Compendium

Conjuration (Teleportation)

Level: Sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Two creatures of up to Large size

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Two target creatures, of which you can be one, instantly swap positions. A solid object such as the ground, a bridge, or a rope must connect the creatures. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

If either creature succeeds on its Will save, the spell is negated.

Bands of Steel

Spell Compendium

Conjuration (Creation)

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One Medium or smaller creature

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: No

The victim must succeed on a Reflex save or be immobilized and thus unable to move. If the saving throw succeeds, the victim is only partially trapped by the bands, and is entangled.

A creature immobilized by the bands can attempt to escape as a full-round action, either by bursting free (Strength DC 18) or wriggling out (Escape Artist DC 18).

An entangled creature can use a full-round action to creak free (Strength DC 13) or disentangle itself (Escape Artist DC 13).

Material Component: Three small silver hoops, interlinked.

Nightstalker's Transformation

Spell Compendium

Transmutation

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You gain a +4 enhancement bonus to Dexterity, a +3 luck bonus to Armor Class, a +5 luck bonus on Reflex saving throws, a +5 competence bonus on Spot, Listen, Hide, and Move Silently checks, and proficiency with all simple weapons plus the hand crossbow, rapier, sap, short bow, and shortsword. You also gain the Weapon Finesse feat and the Evasion ability (PH 50). You deal an extra 3d6 points of damage whenever you attack an opponent that you flank or an opponent denied its Dexterity bonus to Armor Class. This extra damage works like the rogue's sneak attack ability.

You lose your spellcasting ability for the duration of the spell, including your ability to use spell trigger or spell completion magic items, just as if the spells were no longer on your class list.

Material Component: A potion of cat's grace, which you drink (and whose effect is subsumed by this spell's effect).

Orb Of Acid

Spell Compendium

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid.

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Reciprocal Gyre

Spell Compendium

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates; see text

Spell Resistance: No

The subject takes 1d12 points of damage per functioning spell or spell-like ability currently affecting it (maximum 25d12). In addition, any creature so affected that fails its Will save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be.

Material Component. A tiny closed loop of copper wire.

Vitriolic Sphere

Spell Compendium

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 10-ft.-radius burst

Duration: Instantaneous; see text

Saving Throw: Reflex partial; see text

Spell Resistance: No

Affected creatures take 6d6 points of acid damage. Creatures that succeed on their Reflex saving throws take half of this damage. Creatures that fail their Reflex saves take full damage, and also take 6d6 points of acid damage in each of the following 2 rounds.

Material Component: A tiny glass vial filled with aqua regia.

Earth Element Creature

Manual of the Planes

“Earth Element Creature” is a template that can be added to any corporeal creature of the following base types: aberration, animal, beast, magical beast, plant, or vermin. The creature’s type changes to “elemental (earth).” It uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Change to d8.

Speed: Gains burrow at the base creature’s normal speed or 20 feet, whichever is less, in addition to the normal speed for the base creature.

AC: Natural armor improves by +3.

Special Attacks: An earth element creature retains all the special attacks of the base creature and also gains the following.

Earth Mastery (Ex): An earth element creature gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground. If an opponent is airborne or waterborne, the earth element creature suffers a -4 penalty on attack and damage rolls.

Burrow (Ex): An earth element creature can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish moves through water, in a manner similar to a xorn’s.

Special Qualities: An earth element creature retains all the special attacks of the base creature and also gains the following ones:

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Darkvision with a range of 60 feet.

Damage reduction (see the table).

Hit Dice: DR:

1-7

--

8-11 5/magic

12+ 10/magic

Tremorsense (Ex): The earth element creature can automatically sense the location of anything within 60 feet that is in contact with the ground.

If the base creature already has one or more of these qualities, use the better value.

Abilities: Change from the base creature as follows: Str +2, Dex -2.

Skills: Same as the base creature. If the earth element creature has an intelligence of 4 or more, it speaks Terran.

CR: Up to 3 HD, same as the base creature. 3 HD to 7 HD, same as the base creature +1. 8+ HD, same as the base creature +2.

Prestige Classes:

Bonded Summoner

Miniatures Handbook

Hit Die: d4.

Requirements

Skills: Knowledge (the planes) 8 ranks, Speak Language (Aquan, Auran, Ignan or Terran).

Spells: Able to cast 2nd level arcane spells.

Special: Must have a familiar.

Class Skills

The bonded summoner’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (Int), Profession (Wis) and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the bonded summoner prestige class.

Weapon and Armor Proficiency: None.

Spells per Day: At every even-numbered level gained in the bonded summoner class, the PC gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain all the benefits a PC of that class would have gained (metamagic or item creation feats, and so on), except

for an increased effective level of spellcasting. If a PC had more than one arcane spellcasting class before becoming a bonded summoner, he must decide to which class he adds the new level for purposes of determining spells per day.

Elemental Companion (Ex): At 1st level, a bonded summoner picks his element of study: air, earth, fire, or water. This choice cannot be changed. The bonded summoner calls a Medium elemental of the type chosen, which replaces his familiar. The elemental gets abilities according to the information in the accompanying sidebar.

At 3rd level, his elemental companion grows to Large. At 5th level it grows to Huge. At 7th level the companion becomes a greater elemental, and at 9th level it becomes an elder elemental.

If the elemental companion dies, the bonded summoner takes damage equal to the elemental's Hit Dice. The bonded summoner also takes 1d4 points of damage to each ability score. A new elemental of the same kind as the old one may be summoned 24 hours later. A bonded summoner may dismiss his elemental at any time without taking this damage, but he must still wait 24 hours before summoning another elemental.

Resistance to Energy (Ex): A bonded summoner gains resistance 5 against the energy type associated with his element of study: Air = Electricity, Earth = Acid, Fire = Fire, and Water = Cold. At 3rd level this resistance improves to 10. At 5th level, it improves to 15. At 7th level, it improves to 20. At 9th level, the PC gains immunity to the energy type in question.

Immunities (Ex): Over time, a bonded summoner slowly turns into an elemental, gaining an elemental's immunities along the way.

At 3rd level, he becomes immune to sleep effects.

At 5th level, he becomes immune to poison.

At 7th level, he becomes immune to paralysis and stunning.

At 10th level, he is no longer subject to critical hits.

Cannot be Flanked (Ex): At 9th level, a bonded summoner has become so much like an elemental that he loses the normal human orientation towards "front" and "back". Like an elemental, he can't be flanked.

Elemental Form (Su): At 10th level, a bonded summoner gains the ability to turn himself into an elemental and back again once per day. This elemental is an elder elemental of the bonded summoner's

element of study. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 10 hours, or until the bonded summoner changes back. Changing form (to elemental or back) is a standard action that does not provoke an attack of opportunity.

Elemental Type: At 10th level, a bonded summoner's type changes to elemental, and he gains the subtype of the appropriate element. He loses any other elemental subtypes he might have.

Bonded Summoner's Elemental Companion

A bonded summoner has an elemental companion that starts at Medium size and grows larger as the bonded summoner's level increases.

Arcane level: **Special:** Up to 8th: Deliver touch spells, devotion, empathic link, improved evasion, share spells 9th-11th: Spell resistance

12th or higher: Improved speed

Elemental Companion Basics: Use the statistics for an elemental of the appropriate size as found in the *Monster Manual*, but make the following changes:

Arcane Level: The bonded summoner's total levels is the bonded summoner class and other arcane spellcasting classes.

Deliver Touch Spells (Su): A companion can deliver touch spells for the bonded summoner. If the bonded summoner and the companion are in contact at the time the bonded summoner casts a touch spell, he can designate his companion as the "toucher". The companion can then deliver the touch spell just as the bonded summoner could. As usual, if the bonded summoner casts another touch spell before the touch is delivered, the touch spell dissipates.

Devotion (Ex): An elemental companion's devotion to the bonded summoner is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Empathic Link (Su): The bonded summoner has an empathic link with his elemental companion out to a distance of 1 mile. The bonded summoner cannot see through the companion's eyes, but they can communicate empathically. Note that even intelligent elementals see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, the bonded summoner has the same connection to an item or place that his

companion does, just as a master and his familiar. (see Familiars sidebar, page 52 of the *Player's Handbook*).

Improved Evasion (Ex): When subjected to an attack that normally allows a reflex save for half damage, an elemental companion takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the bonded summoner's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his elemental companion. The companion must be within 5 feet to receive this benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the companion if the creature moves more than 5 feet away and will not affect the companion again even if it returns to the bonded summoner before the duration expires. Additionally, the bonded summoner may cast a spell with a target of "You" on his companion (as a touch range spell) instead of on himself. A bonded summoner and his companion can share spells even if the spells normally do not affect elementals.

Spell Resistance (Ex): If the bonded summoner's arcane spellcaster level is 9th or higher, an elemental companion gains spell resistance equal to the bonded summoner's arcane spellcaster level + 5.

Improved Speed (Ex): All of the elemental companion's speed figures increase by 10 feet.

Table: The Bonded Summoner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Elemental companion (medium), resistance to energy 5
2nd	+1	+0	+0	+3	+1 level of arcane spellcasting
3rd	+1	+1	+1	+3	Elemental companion (large), resistance to energy 10, immunity to sleep
4th	+2	+1	+1	+4	+1 level of arcane spellcasting
5th	+2	+1	+1	+4	Elemental companion (huge), resistance to energy 15, immunity to poison
6th	+3	+2	+2	+5	+1 level of arcane spellcasting
7th	+3	+2	+2	+5	Elemental companion (greater), resistance to energy 20, immunity to paralysis, stun
8th	+4	+2	+2	+6	+1 level of arcane spellcasting
9th	+4	+3	+3	+6	Elemental companion (elder), cannot be flanked, immunity to energy
10th	+5	+3	+3	+7	+1 level of arcane spellcasting, elemental form, elemental type, immunity to critical hits

APPENDIX THREE – LAWS OF KET

This is a summary of some of the crimes, punishments, and play requirements for crimes that may occur during play. Crimes, punishments, and mitigating circumstances (in the case of a reduced sentence) should be recorded on the AR.

Play req's	Title	Definition	Penalty	Mitigating Circumstance
The DM must ensure that the players know their actions will incur these penalties	Murder Kidnapping Rape Torture	Death, kidnapping, torture or rape of a citizen of Ket.*	Life in the mines	
			26 TU in the mines	Self defense **
	Manslaughter*** Kidnapping Rape Torture	Death, kidnapping, torture or rape of a resident of Ket, or a horse.*	52 TU in the stocks	
			10 TU in the stocks	Self defense **
	Aggravated Assault causing: Death Kidnapping Rape Torture	Death, kidnapping, torture or rape of a person (not a citizen or resident).*	10 TU in the stocks	
			0 TU in the stocks	Self defense **
	Aggravated Assault	Lethal damage inflicted on a citizen, resident, horse.	10 TU in the stocks	If the damage inflicted resulted in loss of consciousness.
			5 TU in the stocks	If the damage inflicted on the victim did not reduce them to negative hit points.
			2 TU in the stocks	Repairing lethal damage reduces the sentence to that of minor assault
	Assault	Non lethal damage inflicted on a citizen, resident, or horse. Damage on a person (Not a citizen or resident).	2 TU in the stocks	
			0 TU in the stocks	Any reasonable excuse is provided where the hero did not initiate the combat.
	Vandalism Property damage Tax Evasion Theft Killing an Elf	Damage to property, earnings not reported, items stolen, killing of an elf.	GP fine equal to double amount stolen / damaged / not reported.	If hero has enough money to cover the fines.
			1 TU per 10 gp stolen / damaged / not reported of Indentured Servitude or manual labour.	This is an alternative punishment for those who cannot pay the fines.

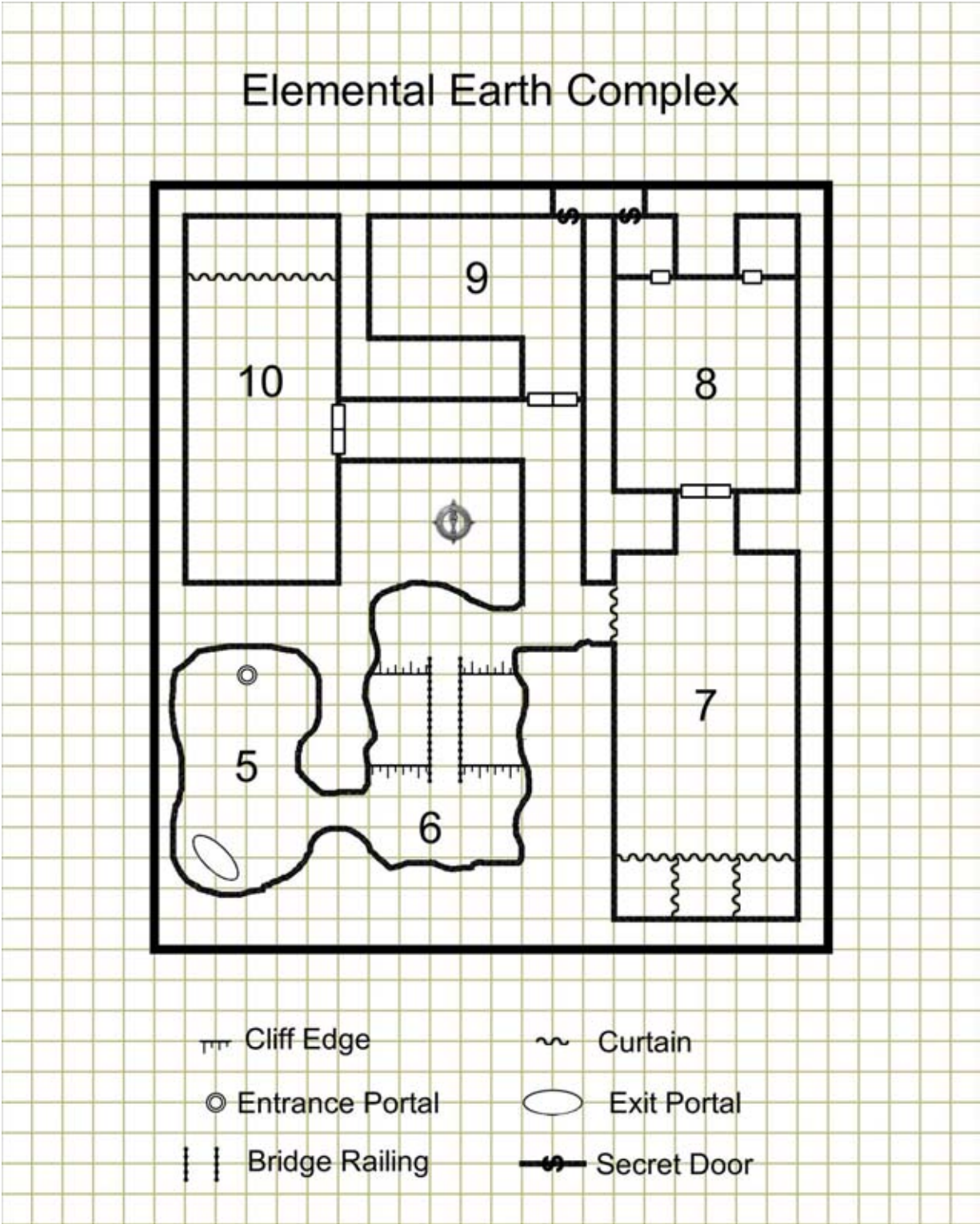
* Paying for a successful *raise dead* automatically reduces the sentence to that of aggravated assault.

** Or any other similarly reasonable excuse (DM's discretion)

*** Also include penalties of Theft/Property damage in the case of a horse.

NOTE: PCs who are not able to provide a suitable mitigating circumstance to reduce their penalty may instead try to reduce their sentence with legally wrangling and influence. A successful Diplomacy or Profession (law) check [DC 20+APL] will reduce the maximum TU penalty by half. PCs may not use both a mitigating circumstance and legal wrangling to reduce their sentence further.

MAP OF CAVERN COMPLEX (DM'S COPY)



The inscription on the cave wall:

By your name, O Lord
Let the path to your realm be opened!
Enter here only you who revere him
Ready the Mule of Iron on your lips
Else you shall not pass
Dare you to enter here the Lord's home?
Divine the riddle and the pathway is yours